WIN A MOUNTAIN BIKE! GREAT HALFORDS COMPO INSIDE!

Sonic the comic

No. 33 • September 2nd 1994
Britain's OFFICIAL SEGA COMIC
£1.10 Every Fortnight

starring SONIC THE HEDGEHOG™

SONIC SIM!
THE ULTIMATE DECOY IN SONIC'S WORLD

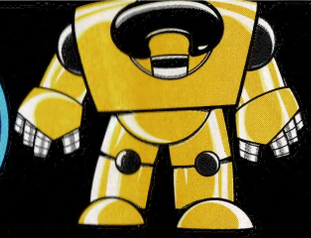
PLUS!

KNUCKLES
LURKS IN THIS ISSUE!

FREE!
ROWNTREES FRUIT PASTILLES! THEY'RE SCRUMMY!

9 770969 304013 33

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

It's your old pal, Megadroid, back on line after a much-needed overhaul and refit. I've been operating on standby power lately but now that I'm scrubbed, cleaned, recharged and have a new operating system, energy levels are at 100% and it's time to kick it again!

Are you chewing your free sample packet of *Rowntree's Fruit Pastilles*? Scrummy, aren't they? That's just for starters. Thanks to those generous humes at Halfords you also have the chance to win a genuine mountain bike this issue, plus bike computers and a whole bundle of cycling goodies.

You've been asking for him and he's here. Knuckles crashes into the new **Sonic** story. We've got big plans for Knuckles – so has Sega with the new **Sonic & Knuckles** game due out next month.

Pirate STC tunes out this issue, but if you want to see more of Fezhead and Skull you know where to write.

There's good news, great news and not so good news to give you about the next issue of *STC*. The good news is that the much-demanded **Decap Attack** returns for a new series. What is it about *STC* and disembodied heads? The great news is ... prepare for another **free gift!** Yes, a **Panini Sonic Stickers** album is yours if you buy *STC 34*!

The not so good news is that the price of *STC* is going up by 5p from the next issue. The humes around here say it's to do with the rising prices of paper, ink and transport (I think it's the rising prices of their cheese and pickle sandwiches at the nearby cafe!).

However, one thing's for sure – the extra 5p will be worth it. I've arranged for *STC 35* to feature another free gift! It's a packet of Panini Sonic Stickers to start your collection! And there's lots more free gifts to follow, plus some sensational new series and surprises! Stick with STC for value-for-money action!

Megadroid

Bus Till You Drop

Sega's game-packed double decker buses continue the 1994 **Sega In2 Action Tour** — but are not far from the end of their journey. The buses, with free admission to try out the latest games, will be on the road for another few weeks, so it's not too late to catch them.

To find out if they're visiting your area call the **Sega In2 Action Tour** Hotline on:-

0891 555575

Calls are charged at 39p per minute cheap rate and 49p per minute at other times. Make sure you get the permission from the hume who pays the 'phone bill before you call. Everything possible will be done to ensure that the buses make their appointed venues but mechanical problems, accidents or unforseen hold-ups can cause last-minute changes.

Catch the bus before it's too late, Boomers. Call the hotline, not *STC* — the humes here couldn't catch a bus if it fell on them!

REDUCED REVIEWS

Unfortunately, *STC* is short on reviews this issue, hence the Review Zone occupies one page. However, don't worry as new games are starting to swarm into *STC* and the Review Zone will be fully restored next issue

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · RE re-entry · new new entry

CHARTS COMPILED BY GALLUP (ELSPA)

MEGA DRIVE

1	▲	PETE SAMPRAS TENNIS
2	▼	FIFA INTERNATIONAL SOCCER
3	—	WORLD CUP USA '94
4	▲	PGA EUROPEAN TOUR GOLF
5	▼	VIRTUA RACING
6	—	SONIC THE HEDGEHOG 3
7	▲	SENSIBLE SOCCER
8	▼	DUNE 2
9	RE	ZOOL/JAMES POND 3
10	RE	ROBOCOP V TERMINATOR

MEGA-CD

1	new	FIFA INTERNATIONAL SOCCER
2	—	MORTAL KOMBAT
3	▼	GROUND ZERO TEXAS
4	RE	ROAD AVENGER
5	—	SILPHEED
6	▲	NIGHT TRAP
7	new	MYSTERY MANSION
8	▼	SONIC CD
9	▼	WWF RAGE IN THE CAGE
10	RE	PUGGSY

MASTER SYSTEM

1	—	WORLD CUP USA '94
2	—	JUNGLE BOOK
3	RE	SONIC CHAOS
4	—	MICRO MACHINES
5	RE	ESWAT
6	▲	BATMAN RETURNS
7	new	CHASE HQ
8	RE	WIMBLEDON TENNIS
9	new	PITFIGHTER
10	RE	SONIC THE HEDGEHOG

GAME GEAR

1	—	WORLD CUP USA '94
2	▲	MICRO MACHINES
3	▼	JUNGLE BOOK
4	▲	DESERT STRIKE
5	RE	ALADDIN
6	new	ASTERIX & THE STREET MISSION
7	▲	SENSIBLE SOCCER
8	RE	MORTAL KOMBAT
9	RE	SONIC CHAOS
10	RE	SUPER SPACE INVADERS

● **Editor:** Richard Burton
● **Asst. Editor:** Deborah Tate
● **Designer:** Gary Knight
● **Cover:** Mike Hadley/John M Burns
● **Managing Editor:** Steve MacManus
● **Special Thanks to:** Audrey Wong
● **Publisher:** Chris Power

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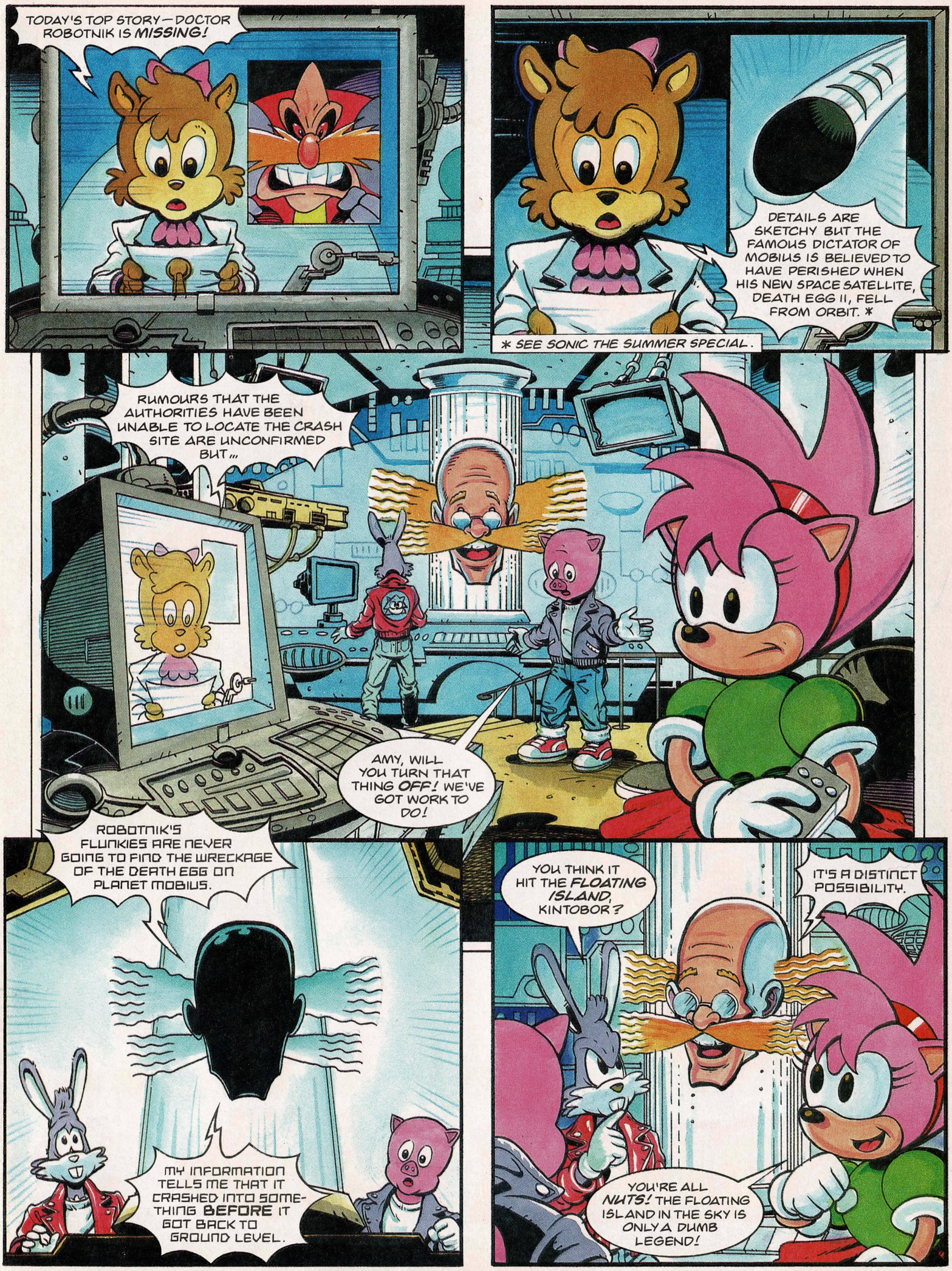
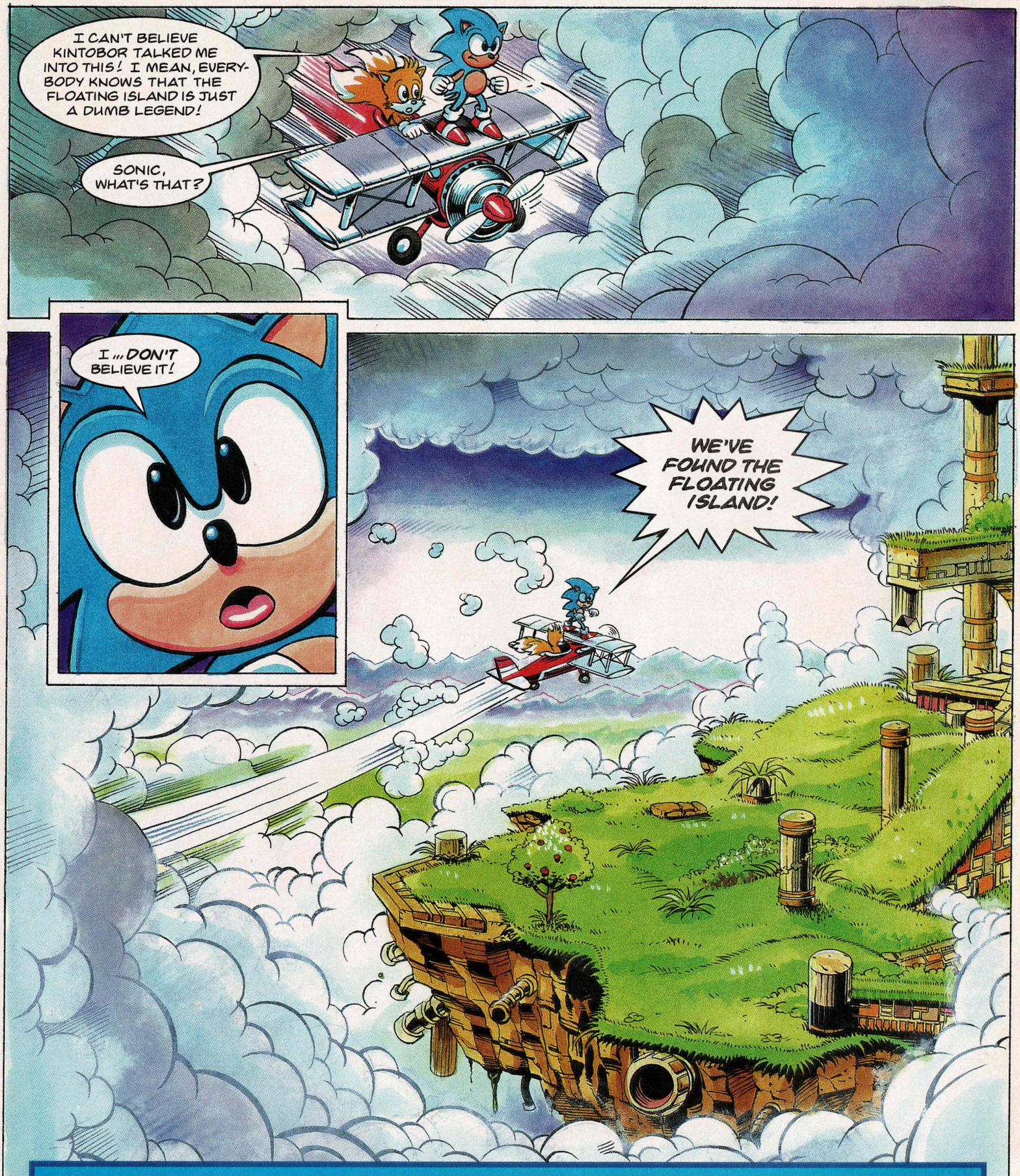
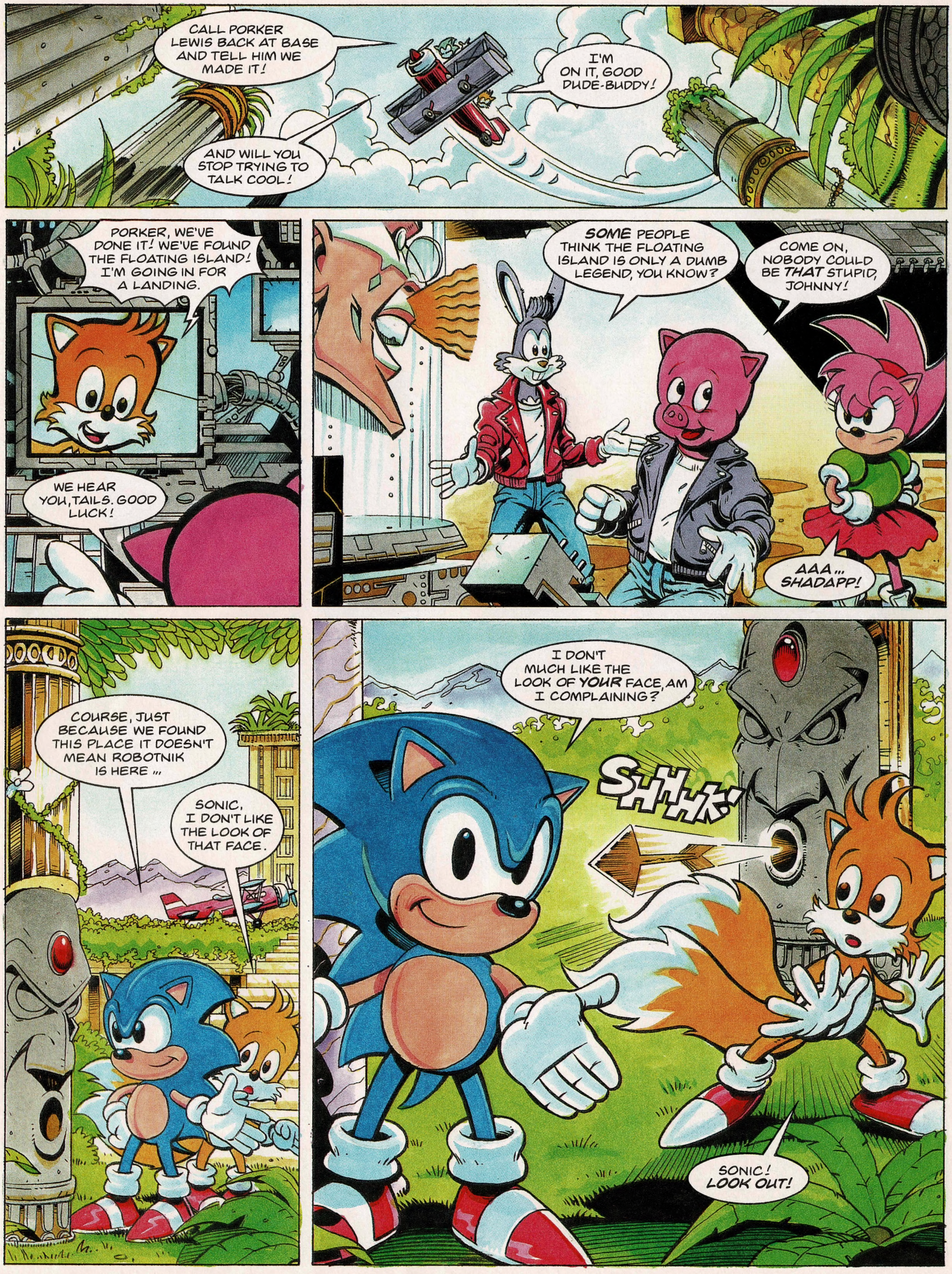

TODAY'S TOP STORY—DOCTOR ROBOTNIK IS MISSING!
DETAILS ARE SKETCHY BUT THE FAMOUS DICTATOR OF MOBIUS IS BELIEVED TO HAVE PERISHED WHEN HIS NEW SPACE SATELLITE, DEATH EGG II, FELL FROM ORBIT. *
* SEE SONIC THE SUMMER SPECIAL.
RUMOURS THAT THE AUTHORITIES HAVE BEEN UNABLE TO LOCATE THE CRASH SITE ARE UNCONFIRMED BUT...
AMY, WILL YOU TURN THAT THING OFF! WE'VE GOT WORK TO DO!
ROBOTNIK'S FLUNKIES ARE NEVER GOING TO FIND THE WRECKAGE OF THE DEATH EGG ON PLANET MOBIUS.
MY INFORMATION TELLS ME THAT IT CRASHED INTO SOMETHING BEFORE IT GOT BACK TO GROUND LEVEL.
YOU THINK IT HIT THE FLOATING ISLAND, KINTOBOR?
IT'S A DISTINCT POSSIBILITY.
YOU'RE ALL NUTS! THE FLOATING ISLAND IN THE SKY IS ONLY A DUMB LEGEND!

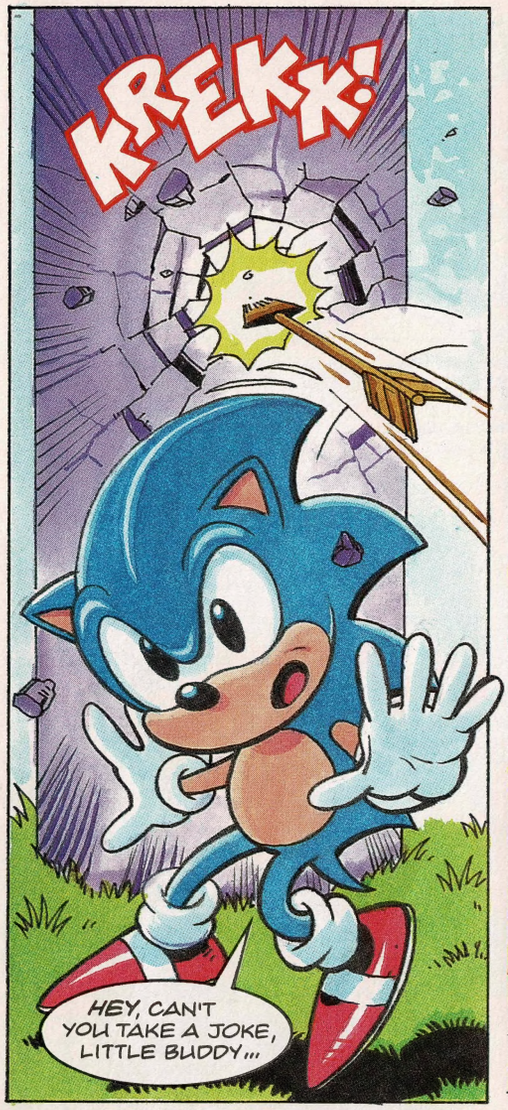

I CAN'T BELIEVE KINTOBOR TALKED ME INTO THIS! I MEAN, EVERYBODY KNOWS THAT THE FLOATING ISLAND IS JUST A DUMB LEGEND!
SONIC, WHAT'S THAT?
I ... DON'T BELIEVE IT!
WE'VE FOUND THE FLOATING ISLAND!

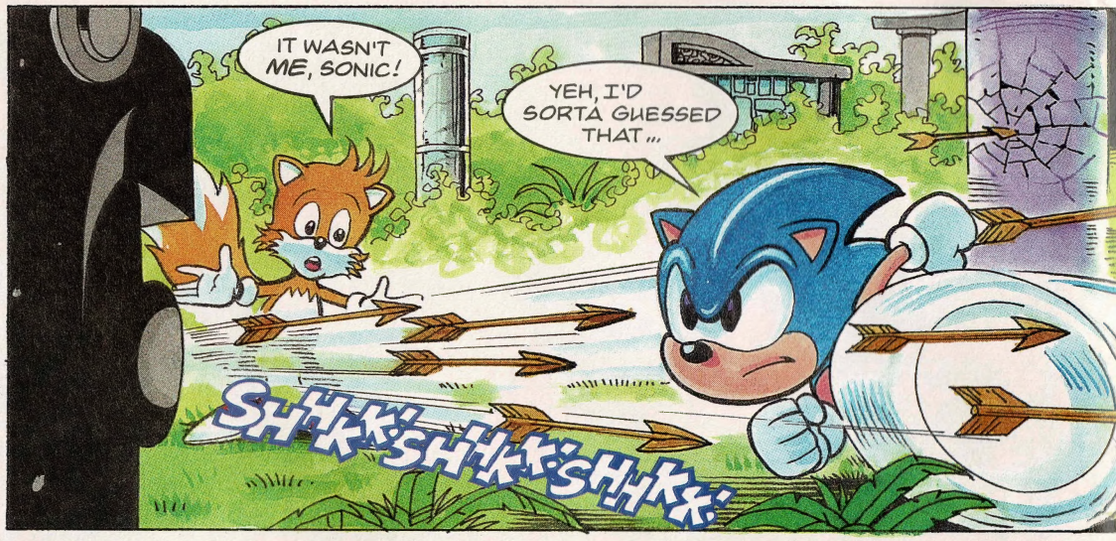
SONIC THE HEDGEHOG™

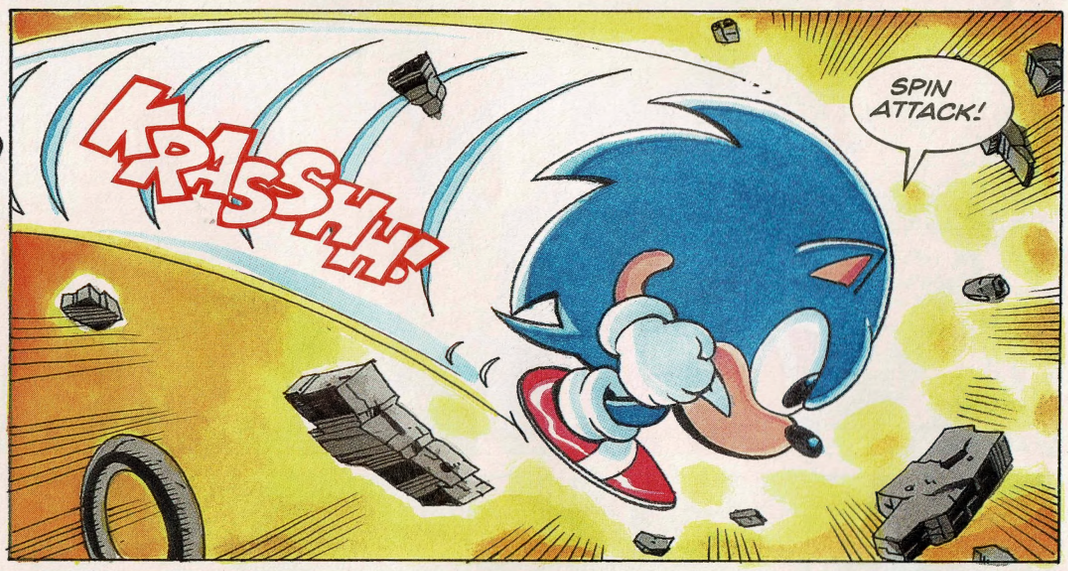
ENTER KNUCKLES PART 1

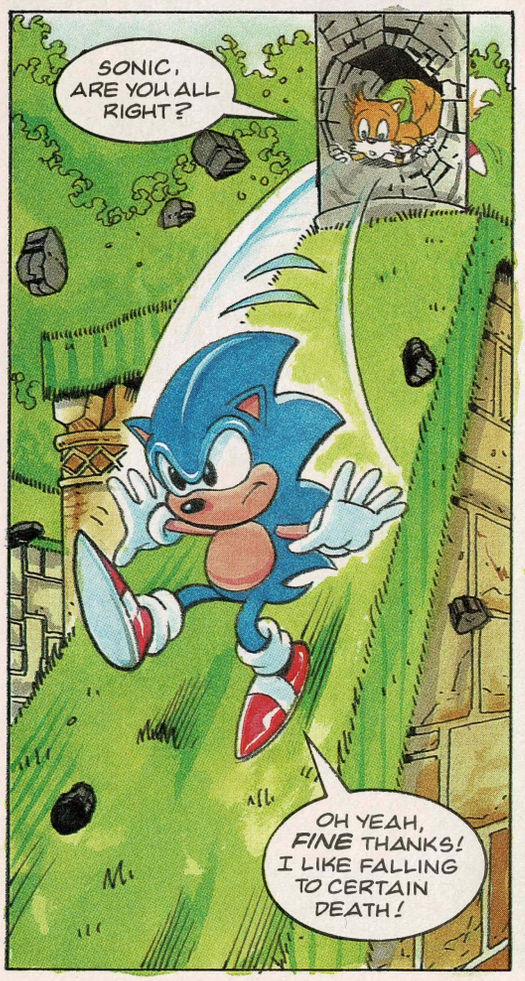
Script: Nigel Kitching
Art: Richard Elson
Lettering: Ellie de'Ville

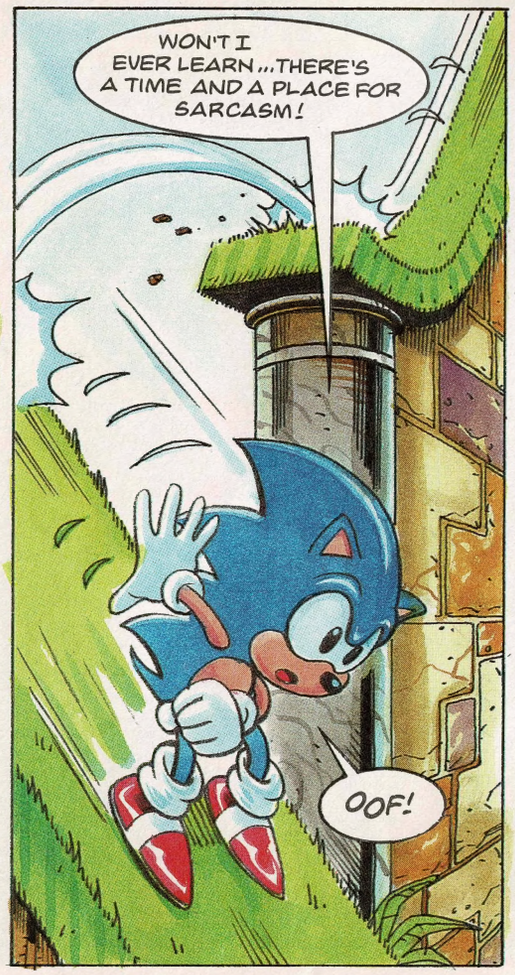

CALL PORKER LEWIS BACK AT BASE AND TELL HIM WE MADE IT!
I'M ON IT, GOOD DUDE-BUDDY!
AND WILL YOU STOP TRYING TO TALK COOL!
PORKER, WE'VE DONE IT! WE'VE FOUND THE FLOATING ISLAND! I'M GOING IN FOR A LANDING.
WE HEAR YOU, TAILS. GOOD LUCK!
SOME PEOPLE THINK THE FLOATING ISLAND IS ONLY A DUMB LEGEND, YOU KNOW?
COME ON, NOBODY COULD BE THAT STUPID, JOHNNY!
AAA... SHADAPP!
COURSE, JUST BECAUSE WE FOUND THIS PLACE IT DOESN'T MEAN ROBOTNIK IS HERE...
SONIC, I DON'T LIKE THE LOOK OF THAT FACE.
I DON'T MUCH LIKE THE LOOK OF YOUR FACE, AM I COMPLAINING?
SHHK!
SONIC! LOOK OUT!

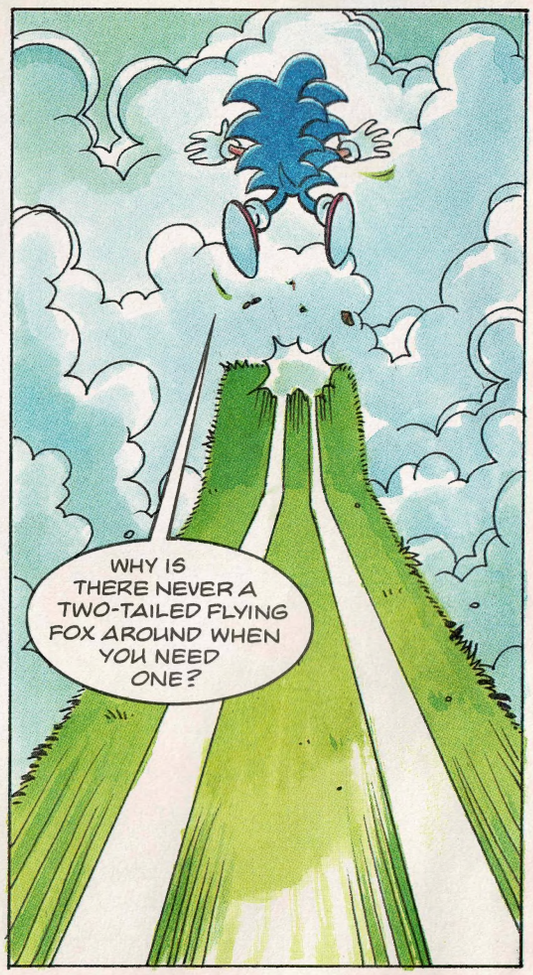

KREKK!
HEY, CAN'T YOU TAKE A JOKE, LITTLE BUDDY...

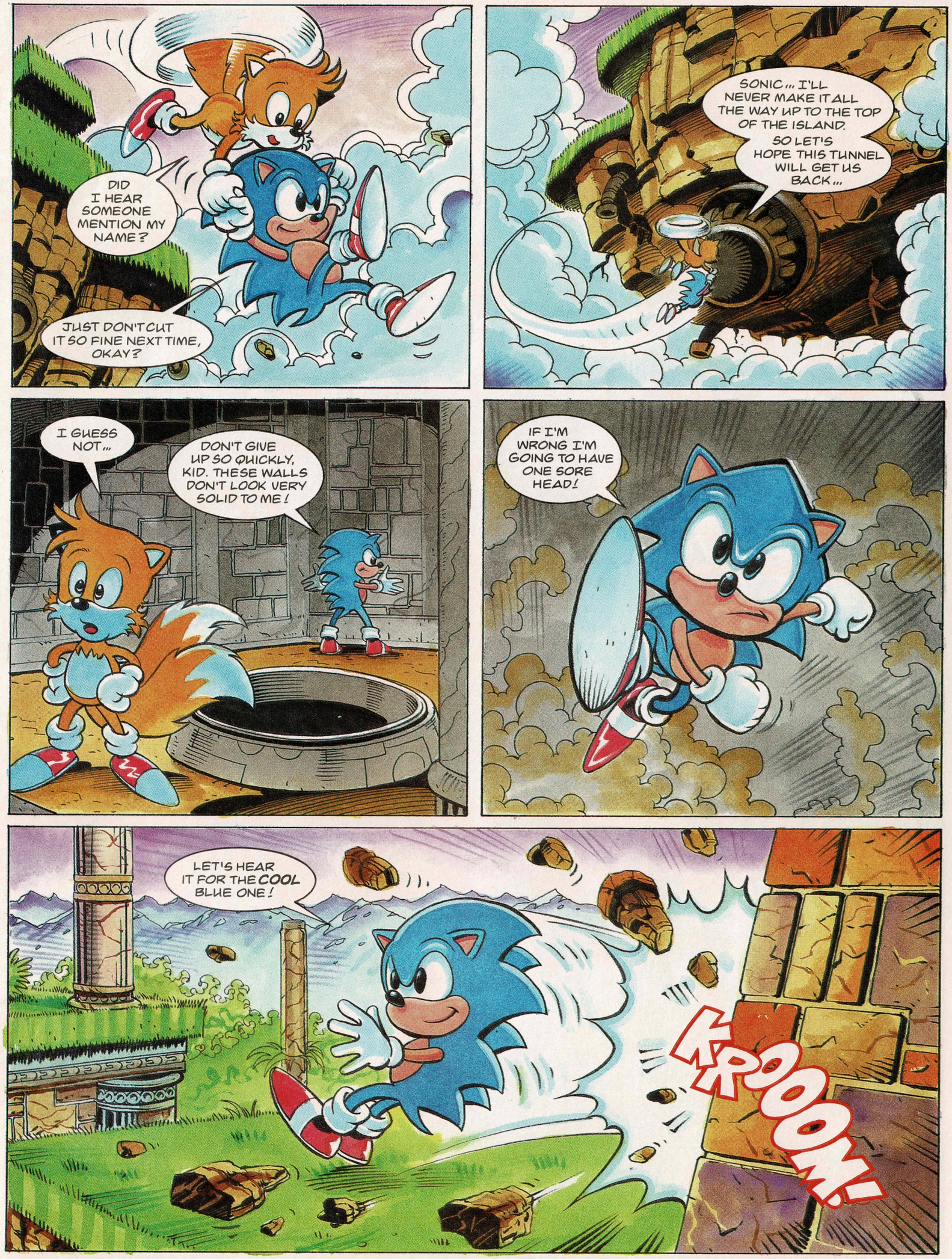

IT WASN'T ME, SONIC!
YEH, I'D SORTA GUESSED THAT...
SHKK'SHKK'SHKK'SHKK!

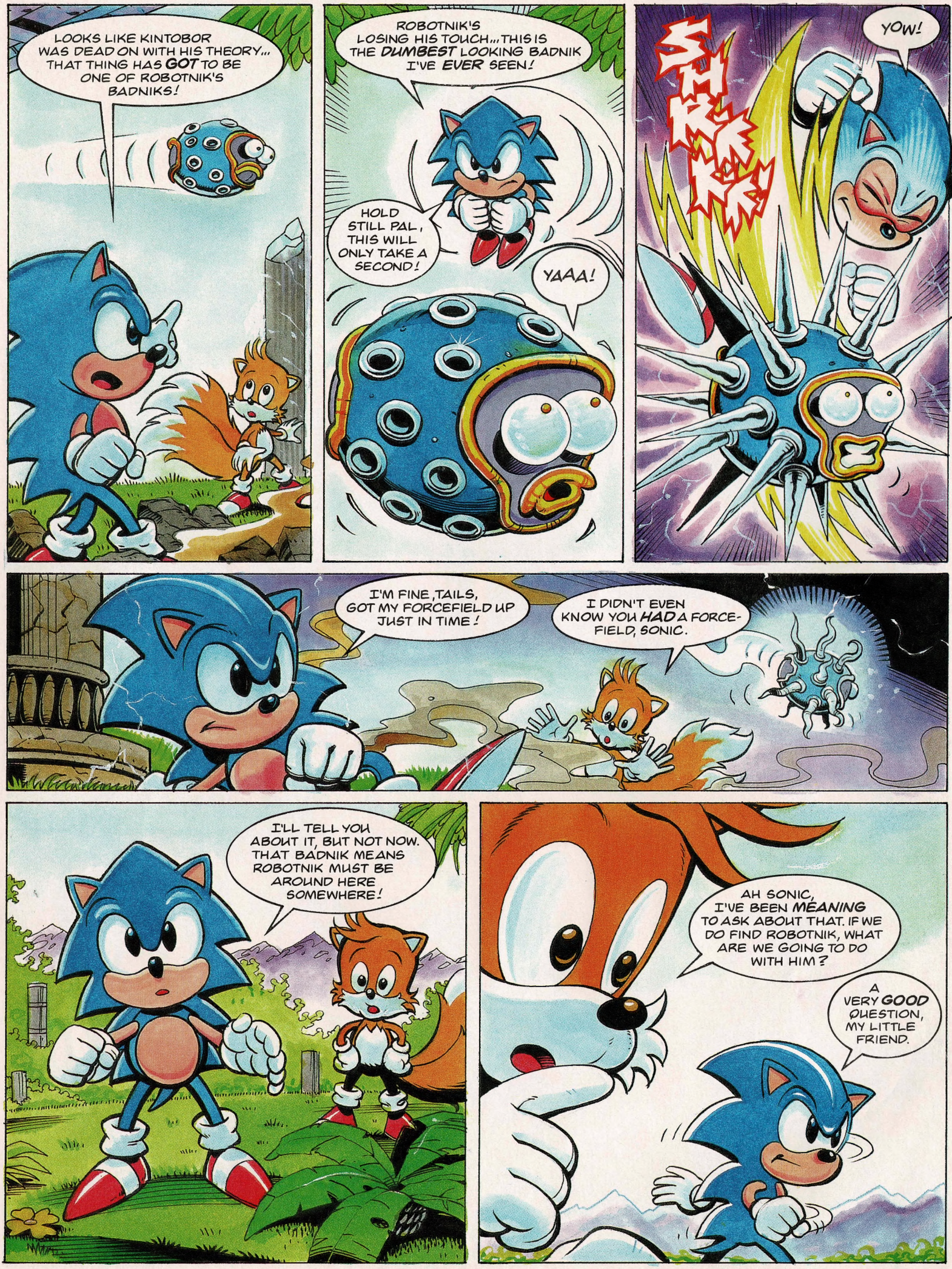

KRASH!
SPIN ATTACK!

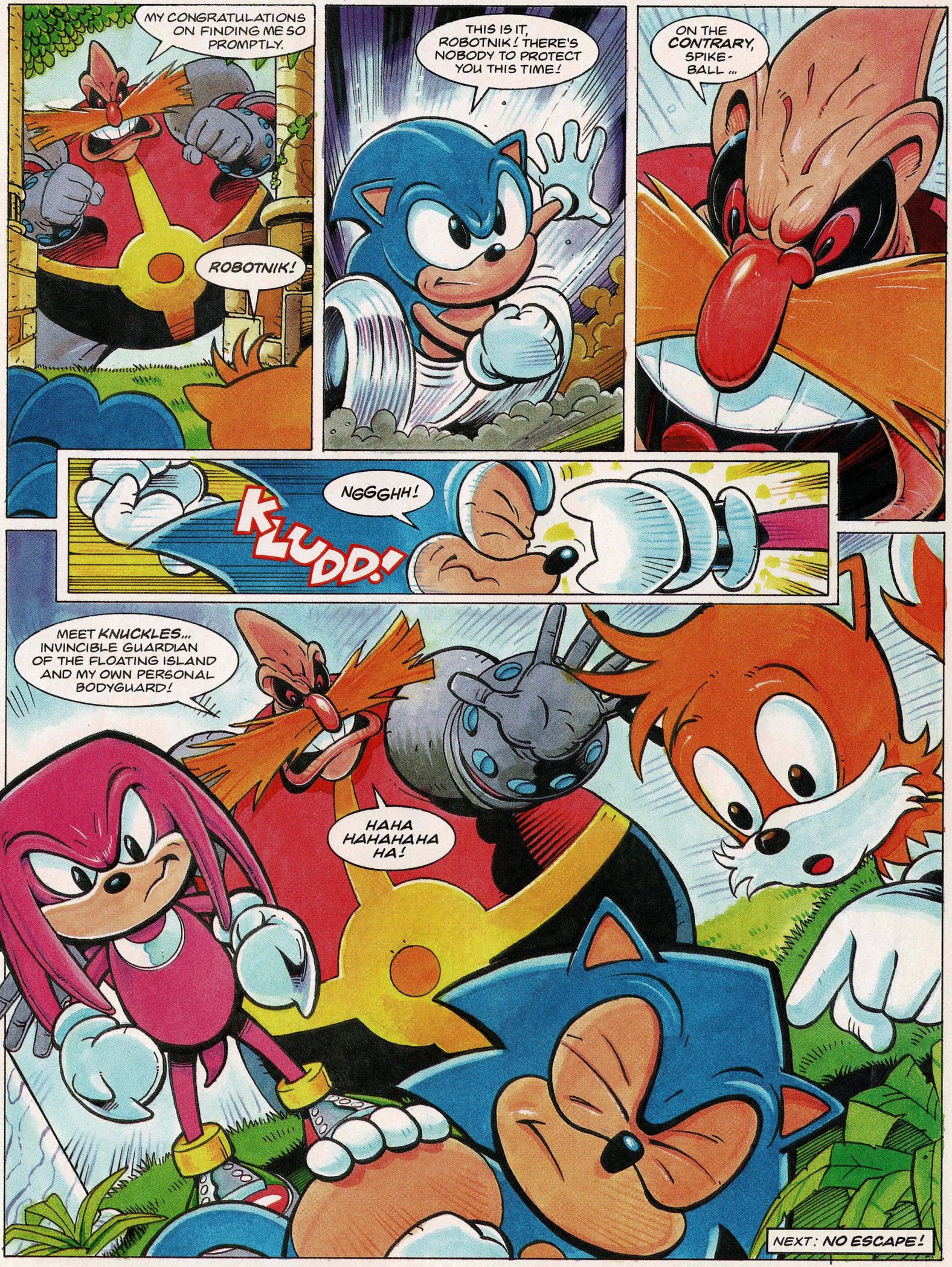

SONIC, ARE YOU ALL RIGHT?
OH YEAH, FINE THANKS! I LIKE FALLING TO CERTAIN DEATH!


WON'T I EVER LEARN... THERE'S A TIME AND A PLACE FOR SARCASM!
OOF!

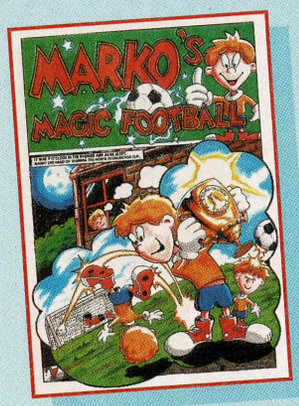

WHY IS THERE NEVER A TWO-TAILED FLYING FOX AROUND WHEN YOU NEED ONE?

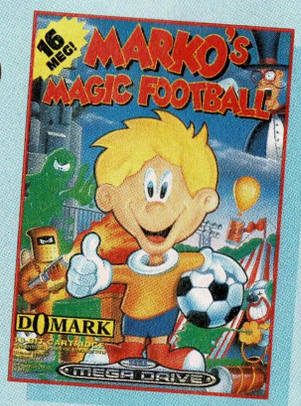

DID I HEAR SOMEONE MENTION MY NAME?
JUST DON'T CUT IT SO FINE NEXT TIME, OKAY?
SONIC... I'LL NEVER MAKE IT ALL THE WAY UP TO THE TOP OF THE ISLAND.
SO LET'S HOPE THIS TUNNEL WILL GET US BACK...
I GUESS NOT...
DON'T GIVE UP SO QUICKLY, KID. THESE WALLS DON'T LOOK VERY SOLID TO ME!
IF I'M WRONG I'M GOING TO HAVE ONE SORE HEAD!
LET'S HEAR IT FOR THE COOL BLUE ONE!
KROOM!


LOOKS LIKE KINTOBOR WAS DEAD ON WITH HIS THEORY... THAT THING HAS GOT TO BE ONE OF ROBOTNIK'S BADNIKS!
ROBOTNIK'S LOSING HIS TOUCH... THIS IS THE DUMBEST LOOKING BADNIK I'VE EVER SEEN!
HOLD STILL PAL, THIS WILL ONLY TAKE A SECOND!
YAAA!
SHRRK
YOW!
I'M FINE, TAILS, GOT MY FORCEFIELD UP JUST IN TIME!
I DIDN'T EVEN KNOW YOU HAD A FORCE-FIELD, SONIC.
I'LL TELL YOU ABOUT IT, BUT NOT NOW. THAT BADNIK MEANS ROBOTNIK MUST BE AROUND HERE SOMEWHERE!
AH SONIC, I'VE BEEN MEANING TO ASK ABOUT THAT. IF WE DO FIND ROBOTNIK, WHAT ARE WE GOING TO DO WITH HIM?
A VERY GOOD QUESTION, MY LITTLE FRIEND.


MY CONGRATULATIONS ON FINDING ME SO PROMPTLY.
ROBOTNIK!
THIS IS IT, ROBOTNIK! THERE'S NOBODY TO PROTECT YOU THIS TIME!
ON THE CONTRARY, SPIKE-BALL...
NGGGHH!
KLUDD!
MEET KNUCKLES... INVINCIBLE GUARDIAN OF THE FLOATING ISLAND AND MY OWN PERSONAL BODYGUARD!
HAHA HAHAHAHA HA!
NEXT: NO ESCAPE!

MARKO'S MAGIC FOOTBALL





Boots

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REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. Reviewer this issue: Nick Protz.

CHAMPIONS WORLD CLASS SOCCER ENDORSED BY RYAN GIGGS

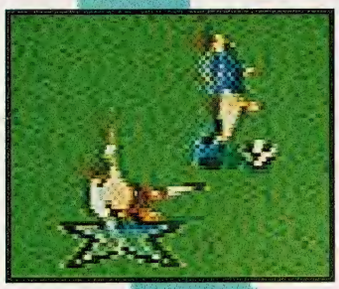
MD

game type: SPORTS SIMULATION
1-2 PLAYERS

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!



If Manchester United forward Ryan Giggs had ever played a decent soccer sim, he couldn't have put his name to this poor offering from Flying Edge. With the glut of football games on the market I was hopeful that **Champions World Class Soccer** might rival the crop currently hogging the top ten charts. Instead, this is one of the least inspiring games presently available.

The format is fairly standard and the options for customising play are minimal. You pick a team with which to enter either tournament or friendly play. There is so little attention to detail, that instead of being able to choose England, Scotland, Wales or Northern Ireland, you have to go with the fictitious Britain team. However, there is a helpful TV reporter to give you clues to your team's abilities.

Numerous problems exist with this sim, but at the fore is the side on, slightly aerial view of the pitch, which never allows a wide enough view of the playing area. Beyond this, the control method is awkward, you regularly lose sight of your players which makes picking up passes difficult, and the use of the tackle never seems to win you the ball.

For a 16-bit cartridge, **Champions** is very crude, the graphics are basic and the sound is reminiscent of those good old ping-pong games. In short, there are much better football sims out there for the same price. - NP

FAST FAX

PUBLISHER: FLYING EDGE
PRICE: £39.99

GRAPHICS 70
SOUND 50
PLAYABILITY 65

RAVES: Pic of Ryan Giggs on the cover.
GRAVES: Where to start...?

OVERALL 65%

AS SEEN ON TV

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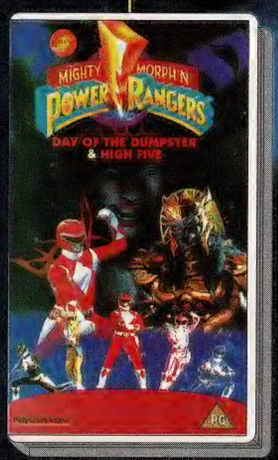

2 ACTION-PACKED VIDEOS RELEASED ON 1st AUGUST 1994

R.R.P.: £8.99

PolyGram Video

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MUTANT LEAGUE™

Bring Me The Head of Coach Brikka PART 3

SCRIPT: Steve White/ Brian Williamson

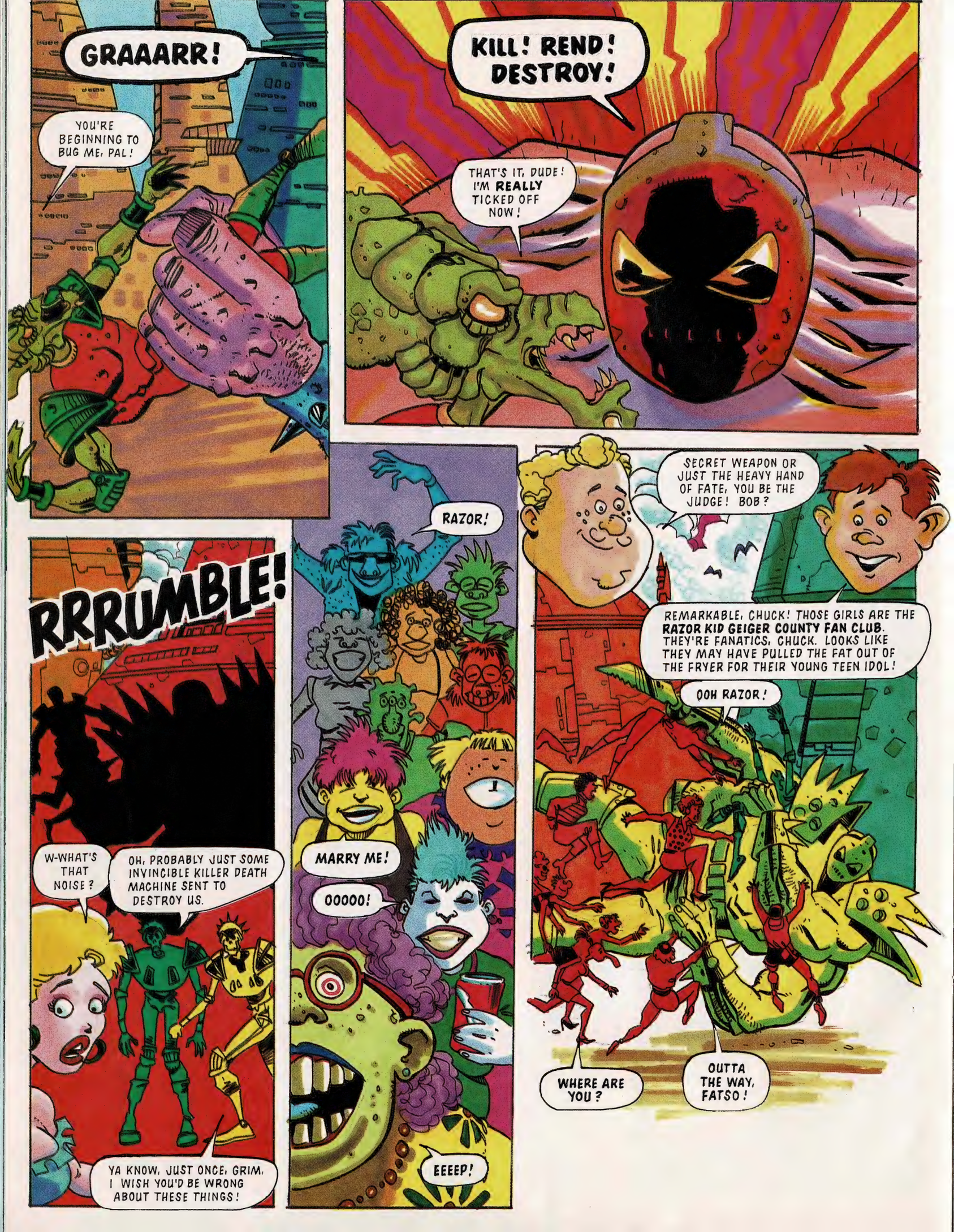
ART: Anthony Williams/ Brian Williamson

LETTERING: Tom Frame

WHOA, BOB, IT LOOKS LIKE BONES HAS FOUND SOME HIGH-POWERED HELP HERE! COULD THIS BE A **TURNING POINT** IN THE GAME?
COULD BE, CHUCK! K.T. SLAYER'S HORDE OF CRAZED MERCENARIES HAVE BEEN MAKING MINCEMEAT OF BONES JACKSON AND HIS **MIDWAY MONSTERS** AS THEY ATTEMPT TO RECOVER THE HEAD OF THEIR OWN **COACH BRIKKA**. BUT NOW WITH THE **RAZOR KID** JOINING THEM THE GAME'S **WIDE OPEN** ONCE AGAIN!
THAT'S A HEAVY-DUTY **ARMED RESPONSE VEHICLE** THEY'RE DRIVING THERE, BOB! ROCKET LAUNCHERS, LASER SIGHTING, FIRING 300 ROUNDS OF HOLLOW-POINT EXPLOSIVE SHELLS A SECOND. FLAMETHROWERS FRONT AND REAR. NAPALM DISPENSER...
...AND **CHROME HUBCAPS!** IT'S SURE NOT YOUR FATHER'S OLDSMOBILE, CHUCK. **PLAY BALL!**
BWAH HA HA! THAT'S NOT GOING TO HELP THEM. I'LL LET NOTHING STAND IN THE WAY OF MY PLANS. BRIKKA'S HEAD WILL BE MINE! AND ONCE I HAVE IT I'LL SYPHON HIS KNOWLEDGE AND **TACTICAL SKILL**...

...AND PROGRAM THEM INTO MY NEW TEAM OF UNSTOPPABLE, STATE-OF-THE-ART KILLER ANDROIDS. THEN I, ZALGOR PRIGG, WILL BE IN...
UM, SORRY TO INTERRUPT YOU IN MID RANT, ZALGOR. I JUST WANTED TO TELL YOU THAT THE ROBOTS ARE READY. THEY'RE STATE-OF-THE-ART, UNSTOPPABLE! WITH THEM YOU'LL BE INVINCIBLE!
MUMBLE MUMBLE...JUST WHAT I WAS GOING TO SAY...GRIPE WHINE GRUMBLE... STEAL MY THUNDER... MOAN...
DID I HEAR RIGHT? JACKSON HAS THE RAZOR KID ON HIS TEAM NOW? ARE YOU SURE K.T. SLAYER HAS WHAT IT TAKES TO STOP THEM?
WHIZZ-O.
SLAYER IS NOTHING MORE THAN AN ERRAND BOY. BUT FEAR NOT, PROFESSOR WIZZ, I HAVE A FEW SUPRISES IN STORE FOR OUR HEAVILY-ARMOURED FRIENDS!*
* WHAT, NO "BWAAHAAHAA!"?
I'VE GOT THE HEAD, BUT JACKSON AND HIS SQUAD ARE HOT ON MY HEELS.
JUST KEEP RUNNING, K.T. WE'LL TAKE CARE OF THE MIDWAY MONSTERS!
...SNOTGOBBLIN', AMBUSHWACKIN', LILY-LIVERED, POOSTICKS...

GOODY! WE'LL CATCH UP TO DADDY'S HEAD IN NO TIME IN THIS TANK-THINGY, WON'T WE?
DON'T GO COUNTING NO CHICKENS YET, BRENDA! WE'RE HEAVILY OUTNUMBERED, LOW ON FUEL, ALMOST OUT OF AMMO AND THE WEATHER FORECAST IS FOR RAIN. IT AIN'T LOOKIN' TOO GOOD!
I JUST LOVE THESE LITTLE PEP TALKS OF YOURS, GRIM! YA SHOULD'VE BEEN A CHEERLEADER!
KKRANNNG!
I TOLD YA THIS WAS GOIN' TOO SMOOTH!
KEEP THINKING THOSE HAPPY THOUGHTS, BIG GUY!
I HAVE A VERY BAD FEELING ABOUT THIS!
AW C'MON! IT CAN'T BE THAT...
...BAD...?
OKAY, I'VE BEEN WRONG BEFORE...
TOLD YA IT WAS BAD, TOLD YA!
HEY, WATCH THE THREADS, MAN!


GRAAARR!
YOU'RE BEGINNING TO BUG ME, PAL!
KILL! REND! DESTROY!
THAT'S IT, DUDE! I'M REALLY TICKED OFF NOW!
RRRUMBLE!
W-WHAT'S THAT NOISE?
OH, PROBABLY JUST SOME INVINCIBLE KILLER DEATH MACHINE SENT TO DESTROY US.
YA KNOW, JUST ONCE, GRIM, I WISH YOU'D BE WRONG ABOUT THESE THINGS!
RAZOR!
MARRY ME!
OOOOO!
EEEEP!
SECRET WEAPON OR JUST THE HEAVY HAND OF FATE, YOU BE THE JUDGE! BOB?
REMARKABLE, CHUCK! THOSE GIRLS ARE THE RAZOR KID GEIGER COUNTY FAN CLUB. THEY'RE FANATICS, CHUCK. LOOKS LIKE THEY MAY HAVE PULLED THE FAT OUT OF THE FRYER FOR THEIR YOUNG TEEN IDOL!
OOH RAZOR!
WHERE ARE YOU?
OUTTA THE WAY, FATSO!

FRIENDS OF YOURS, KID?
HEH, YEH!
DON'T LOOK NOW, BUT WE'RE NOT OUT OF THE WOODS YET!
NO SWEAT, GUYS— I HAVE AN IDEA!
OH, GIRLS—
RAK!
RAK!
AH, I SEE. WE NOW HAVE IT IN OUR POSSESSION. VERY CLEVER.
ULP!
THAT'S MINE! GIMME!
MUMMY!
HUH? A SWEAT-STAINED HANKY? MOST ILLOGICAL!
NO MINE!
LET'S GET OUT WHILE THE GOIN'S GOOD!
MINE!
I'M WITH YOU, DUDE!
WE'RE DOOMED. WE'RE ALL GONNA DIE...
NEXT ISSUE: GRIM PROSPECTS!

News Zone

Newshound: *Garry Penn.*

RAIDING THE LOST ARK

Pitfall Harry rides again

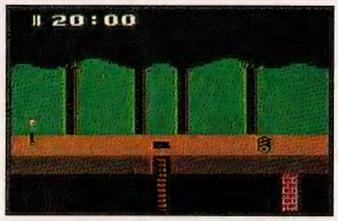
There's a bizarre new trend going on at the moment — converting old (often *very* old) best-selling games to the latest machines. Activision's contribution to all this is **Pitfall: The Mayan Adventure** for the Mega Drive and Mega-CD, a new rendition of *Pitfall!*, the 'ground-breaking arcade adventure game' that first appeared in 1982.

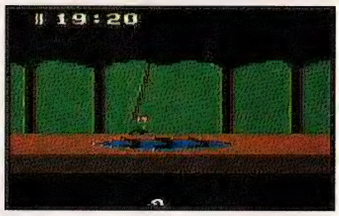
"When I designed *Pitfall!*," says David Crane, "I knew there was great potential in a 'run, jump and climb' adventure games, but the result was beyond any expectations. *Pitfall!* sold millions of copies, established a new genre of adventure gaming and spawned hundreds of similar products".

Activision claim that *Pitfall!* started the video game craze in the 1980's. We'd say that's a slight exaggeration, but it's certainly fair to mention that (believe it or not) *Pitfall!* was the forerunner to the likes of *Sonic The Hedgehog* and *Super Mario Bros.*

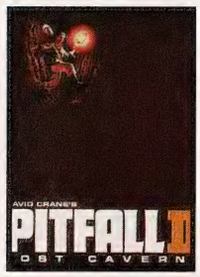
Run, jump and climb with Harry Junior in this new version of the game that started it all, apparently ...

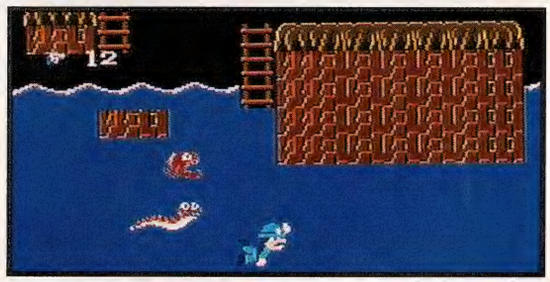
And here's one we prepared earlier - 12 years ago, in fact.



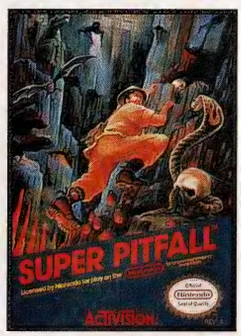


Pitfall! was first released on the Atari 2600 console (ask your grandad) and then converted to computers, including the Commodore 64 (ask your dad), and eventually sold a total of seven million copies world-wide!

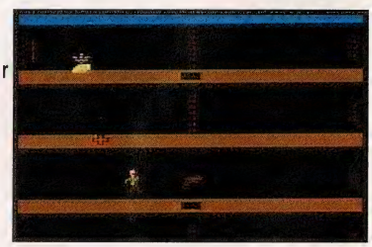




In an effort to bring *Pitfall!'s* archaic action into the '90s, Activision has expanded the playability considerably. To ensure that what you see and hear compares favourably with what you do, Activision teamed up with leading Hollywood artists. The cartoon-quality animation comes from Kroyer Films (remember the animated film *FernGully*?), while the sound was created by the Academy Award winning Soundelux Media Labs (whose work includes the films *Cliffhanger* and *Home Alone*).



In **Pitfall: The Mayan Adventure**, Pitfall Harry, star of the original *Pitfall!*, is in the hands of an evil Mayan spirit. It's up to the player, as Harry Junior, to conquer dense, dark rain forests, haunted Mayan temples and rat-infested mines to reach the realm of the Mayan Warrior Spirit and save the day. There are vines to swing on, pits and quicksand to cross, sneaky snakes, malicious monkeys, killer crocodiles, deadly jaguars, scary skeletons, and much more besides (including a version of the original *Pitfall!* game hidden away). It sounds as though it could knock the official *Indiana Jones* games into a cocked hat.



Find out if Activision has succeeded in teaching this old dog enough new tricks in November when **Pitfall: The Mayan Adventure** is released for the Mega Drive and Mega-CD.

LEMMINGS: THE SECOND FLOOR

Loveable rodents to take more punishment

Take a good look at this map of Lemming Island — you won't get to see it again for at least another four months!

Psygnosis' lovable Lemmings are preparing to return to your Mega Drive and Master System at the end of this year in **Lemmings 2: The Tribes**.

For this follow-up, authors DMA Design have expanded their successful formula used in *Lemmings* (rescuing the ridiculous rodents* from themselves and their inhospitable, trap-filled environment by assigning specific skills from a limited selection of appropriate ones). This time around the Lemmings are considerably more talented, with over 40 new skills — and a fan to blow them around!

As well as making the most of wind with hang gliders and balloons, the green-haired little fellas can build bridges, jump, pole vault, ski, skate, fly with jet packs and magic carpets, remove ground with lasers, bombs and flame throwers, and shoot arrows, bazookas and grappling hooks. The y even have their own superhero — SuperLem!

Lemmings 2's sub-title refers to the clans of lemmings who settled on Lemming Island. When they first arrived, a prophetic talisman was broken into a dozen parts and evenly distributed among them to inspire 12 different types of tribe to establish themselves. The result is 12 distinct settings — and 12 pieces of talisman to recover: bronze, silver or gold, depending on how well you play at saving the Lemmings in over 100 puzzling levels.

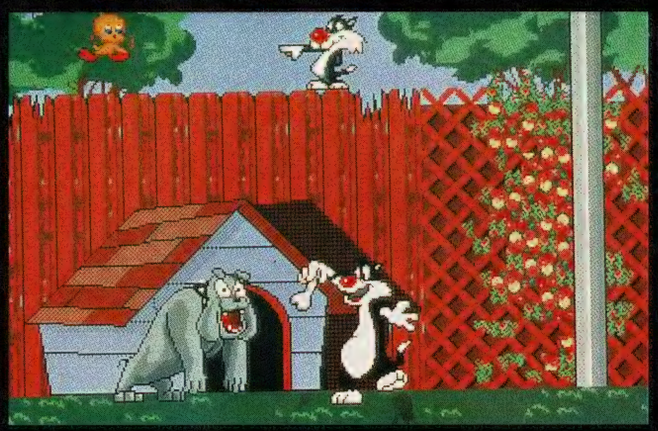
Lemmings 2: The Tribes is released for the Master System and Mega Drive in November. Work has already begun on a second sequel, currently called nothing more than *Lemmings 3*, and that's due for release on at least two Sega systems (the Mega Drive 32X and the Saturn) in 1995.

* Real lemmings are small rodents (roughly four inches long) living in the Arctic Tundra. Their famous suicidal tendency is the result of mass migration to find a new home — but if they meet the sea first, they fall into it! – *STC* Encyclopedia of Amazing Trivia.

*The Lemmings in action in **Lemmings 2: The Tribes**.*

SHORT BURSTS

I TAWT I TAW A PUDDY TAT...



Sylvester And Tweety are about to join the crowd of Warner Bros cartoon characters (such as Marvin Martian and Road Runner) appearing on the Sega formats. Meanwhile, Konami are in the process of producing a game based on the crazy cartoon series **Animaniacs**.

DOMARK DOINGS

The release of **Wizard Pinball** for the Game Gear (see *STC 19*) has been put back to September ... A Mega-CD conversion of **Marko's Magic Football**, with even more graphics, is being put together for release in October (which is when the Game Gear version will ALSO be available) ... Also due from Domark in October is **Bloodshot**, a maze-based 3D shooting gallery for one or two players on the Mega Drive ... That's followed by **Flying Nightmares** — a flight 'n' fight simulation with the latest aircraft and for the Mega-CD — and **F1 '94**, an updated version of the successful racing simulation with new graphics and statistics, for the Mega Drive and Game Gear.

GOLDEN GROWTH

US Gold's Sega releases have been thin on the ground, but that's likely to change (at least for 16-Bit, 32-Bit — and beyond? — owners) now that the Birmingham-based publisher has set up its own research and development department. The idea is to create original games for as many formats as possible, but specific details have yet to be revealed.

WIN A MOUNTAIN BIKE!

GRAB A PIECE OF THE ACTION AND BIKE INTO SUMMER

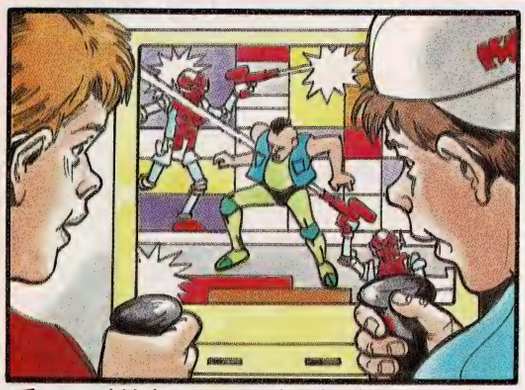
If it's action you're into this summer, why not get out and mountain bike! There's some rough terrain to be had out there and still plenty of the summer left to enjoy it.

If you haven't got a bike, here is your chance to win one of two Halfords Apollo Kaos mountain bikes (or Apollo Nitro for girls) which are up for grabs. These mega, Shimano gear mountain bikes with stunning graphics will be kitted out with the latest gadgets - water bottles to quench the thirst during a tough ride; a three function cycle computer to check your speed and how far you've trekked, and a stylish Trax cycle helmet to complete the prize.

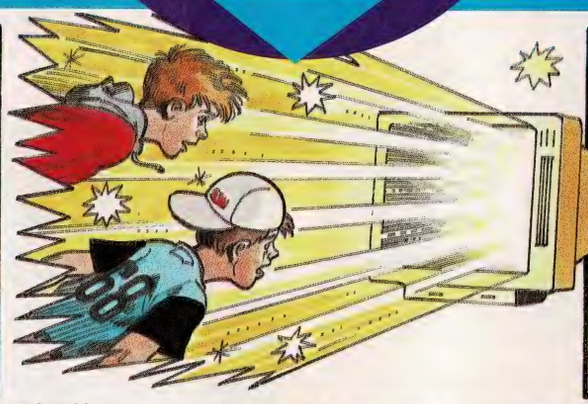
So here's what you have to do to win one of these great prizes - just answer the following questions by looking again at Hal and Tom...

a. What were Tom and Hal doing at the beginning of the story?

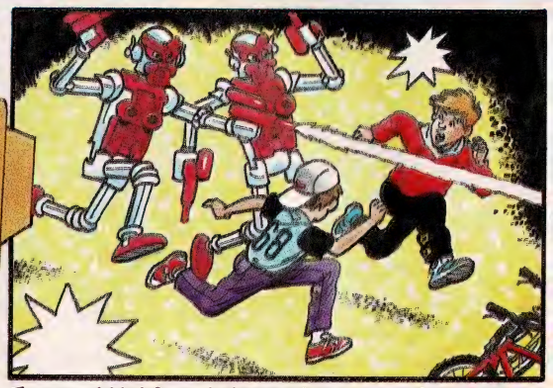
b. How did they escape from their enemies?



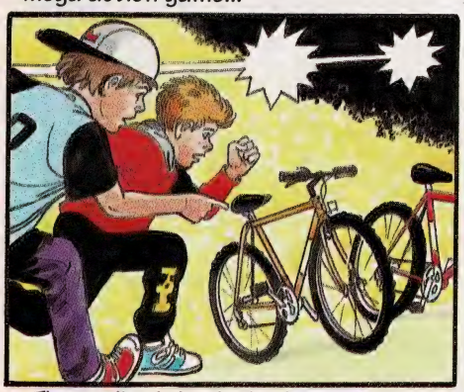
Tom and Hal were completely absorbed in a mega action game...



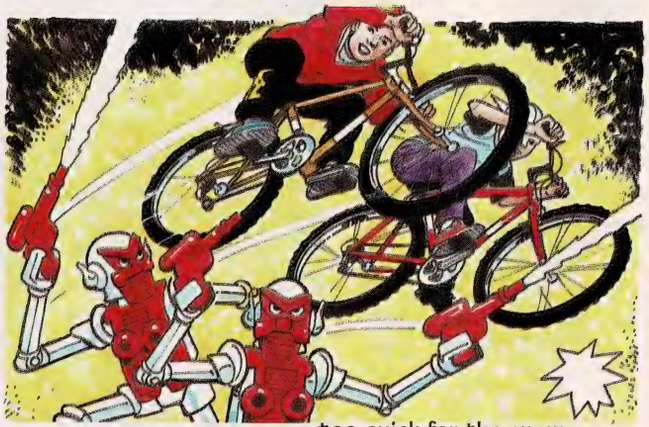
BANG!...the room filled with a massive explosion!



Tom and Hal found themselves part of the action.



They realised they had only one chance of escape...



...too quick for the enemy.

"Let's hit the dirt on our bikes!"

Five lucky runners up will receive a cycle computer. Otherwise, check out your local Halfords store for the latest gear for you and your bike.

Send your answers on a postcard to: Amanda Jones, Halfords Press Office, 8-14 Southampton Street, London WC2E 7HA, with your name, address and age. Closing date 15th September 1994.

HALFORDS

GRAPHIC Zone

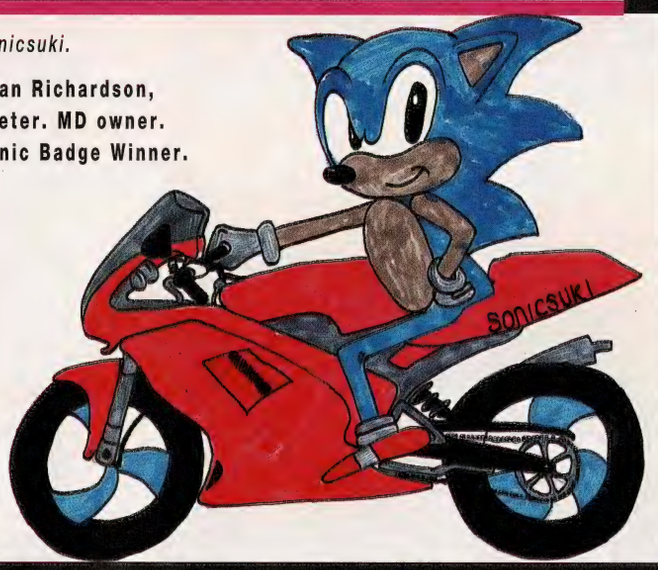
Being such a super fit fox and a happening hedgehog, Sonic and Tails never *tyre* of action! S-o-o ... here's a special selection of bike related drawings which deserve a special *STC* airing. Each artist Boomer behind the pen will receive an original, classic *STC* badge, not seen since issue 2.

Tails Angels.

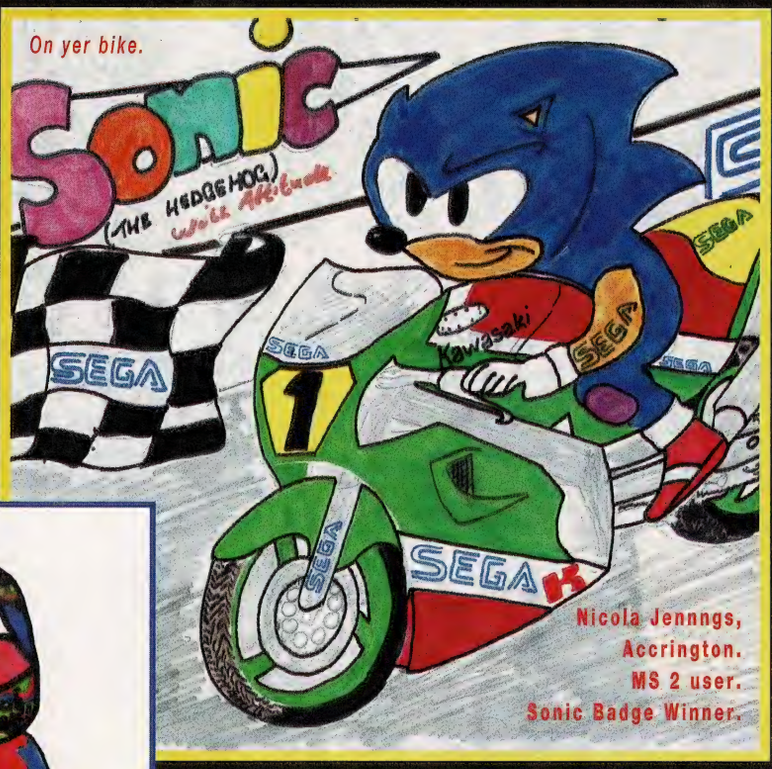
Geoffrey Hammond, ↑
Nottingham. PC owner.
Sonic Badge Winner.

Sonicsuki.

Ryan Richardson,
Exeter. MD owner.
Sonic Badge Winner.



On yer bike.



Nicola Jennngs,
Accrington.
MS 2 user.
Sonic Badge Winner.

Burning rubber.

Richard McConnell,
Thornby. MD owner.
Sonic Badge Winner.

Sonic the hard head.

Richard Ling, Hitchin.
MS owner.
Sonic Badge Winner.

To help get your handywork selected in future Graphic Zones, please take note of the following tips:-

* Draw in ink on white paper (avoid pencil or crayons).
* Be original and don't copy pictures from the comic – try to come up with your own ideas.
* Include your name and address, preferably written in capital letters on the back of the page.

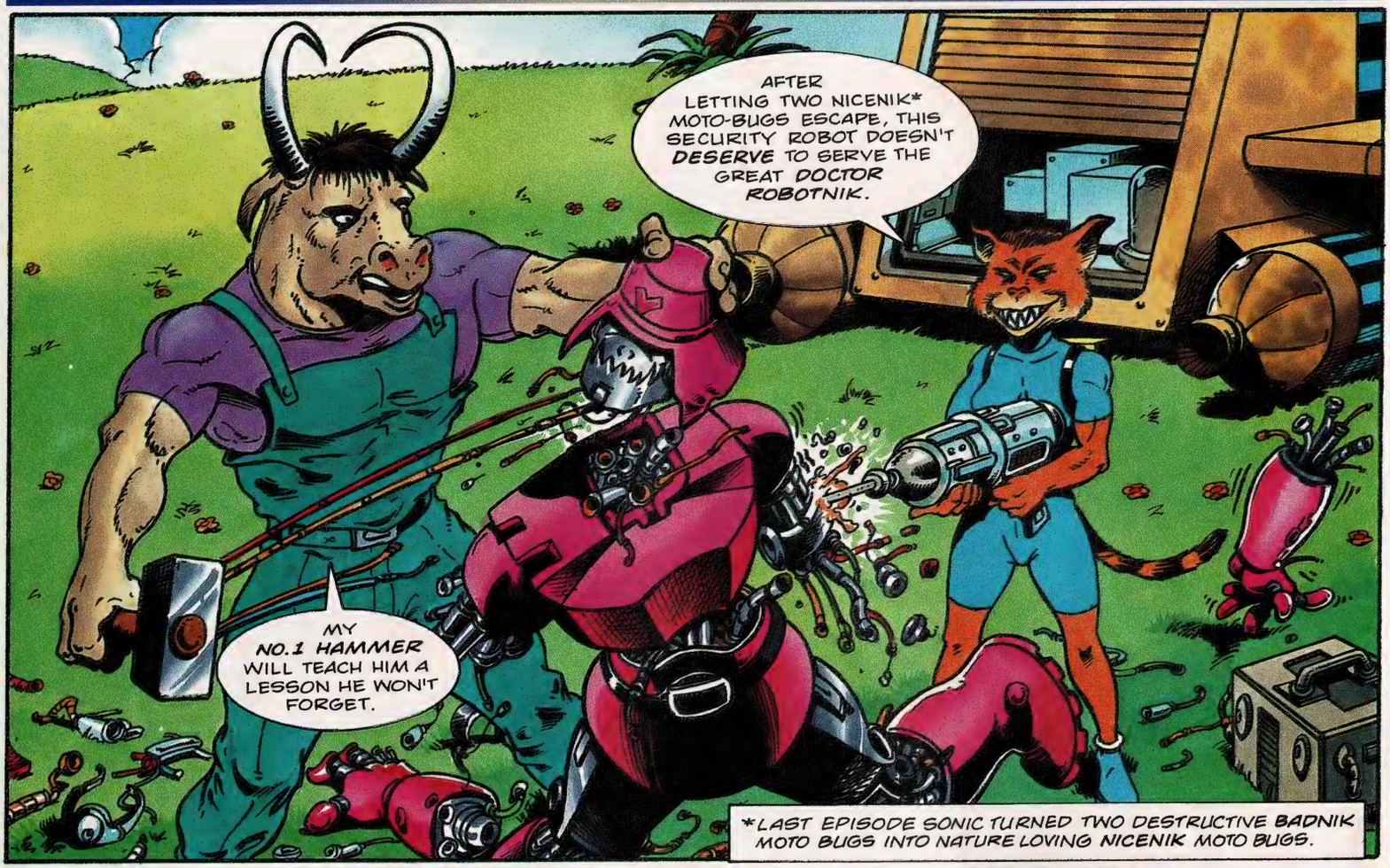
Once again, well done to those Boomers with the skilfull pen-control who will each receive a Sonic badge.

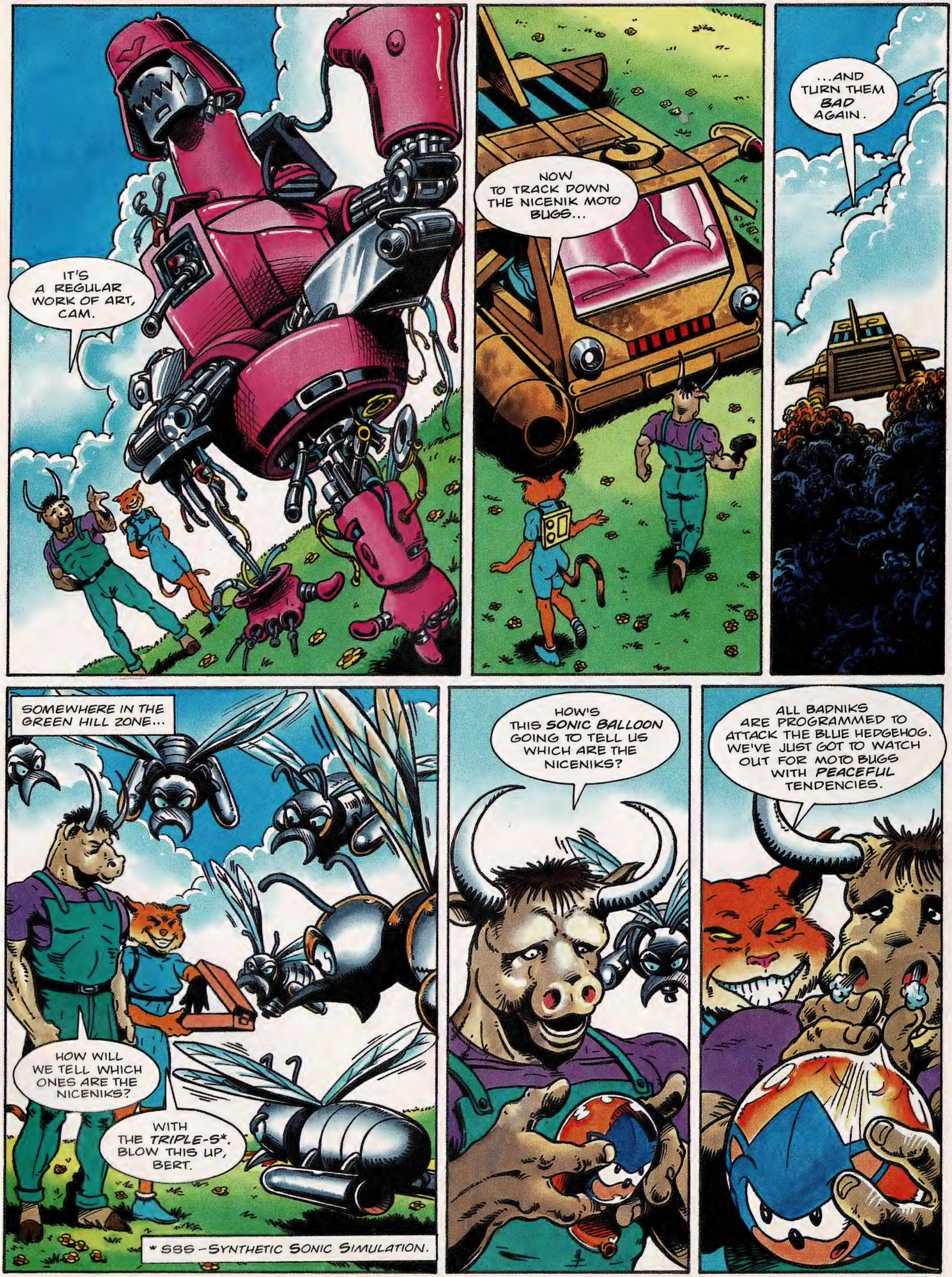
SONIC'S WORLD

FEATURING
CAM 'N BERT B.A.R.F.*
SEARCH 'N REPAIR OPERATIVES
* BADNIK ARMY REPAIR FUNCTIONARIES
IN

NO MORE MR. NICE BUG
PART 2

Script:
Mark Eyles
Art:
Mike Hadley/
John M. Burns
Lettering:
Elitta Fell


AFTER LETTING TWO NICENIK* MOTO-BUGS ESCAPE, THIS SECURITY ROBOT DOESN'T DESERVE TO SERVE THE GREAT DOCTOR ROBOTNIK.
MY NO.1 HAMMER WILL TEACH HIM A LESSON HE WON'T FORGET.
*LAST EPISODE SONIC TURNED TWO DESTRUCTIVE BADNIK MOTO BUGS INTO NATURE LOVING NICENIK MOTO BUGS.


IT'S A REGULAR WORK OF ART, CAM.
NOW TO TRACK DOWN THE NICENIK MOTO BUGS...
...AND TURN THEM BAD AGAIN.
SOMEWHERE IN THE GREEN HILL ZONE...
HOW WILL WE TELL WHICH ONES ARE THE NICENIKS?
WITH THE TRIPLE-S*. BLOW THIS UP, BERT.
* SSS-SYNTHETIC SONIC SIMULATION.
HOW'S THIS SONIC BALLOON GOING TO TELL US WHICH ARE THE NICENIKS?
ALL BADNIKS ARE PROGRAMMED TO ATTACK THE BLUE HEDGEHOG. WE'VE JUST GOT TO WATCH OUT FOR MOTO BUGS WITH PEACEFUL TENDENCIES.

YOUCH!!
NO NICENIKS HERE! LET'S CARRY ON THE SEARCH!
ELSEWHERE IN THE GREEN HILL ZONE...
SNIFF SNIFF! THIS FLOWER IS SO – UM – FLOWERY, BOM.
THAT'S 982 PERFECT FLOWERS WE'VE SEEN TODAY. LET US GO AND LOOK FOR ANOTHER ONE, BIM.
WHAT'RE YOU DOING? YOU'VE FLATTENED THAT FLOWER!
FLOWER KILLER!
VEGICIDE! WE MUST MAKE HIM PAY, BIM.
VEGICIDE?
VROOOM
VROOOM
CRASHUNK!

WH-WHAT DID I DO WRONG?
SOME TIME LATER...
I'VE 'TESTED' OVER TWO HUNDRED MOTO BUGS, CAM. ISN'T IT YOUR TURN TO BLOW UP SONIC YET?
BUCK UP, BERT. THERE CAN'T BE MANY MORE MOTO BUGS IN THE GREEN HILL ZONE. LOOK, THERE'S A COUPLE DOWN THERE. GET A SONIC READY.
BRAFF!
LOOK AT WHAT THEY'VE DONE TO THE FLOWERS!
LOOK AT WHAT THEY'VE DONE TO SONIC THE HEDGEHOG! MAKE THEM PAY!
VROOOM!
VROOOM!
I THINK THESE ARE THE ONES, BERT - THE NICENIKS.
THEY DON'T LOOK VERY NICE TO ME!
NEXT ISSUE: GROUND ATTACK!

"I was a

CHINLESS WONDER"

Says BIG ERNIE

"Until I discovered

ROWNTREE'S

FRUIT PASTILLES

rrp 23p

Simply

Chew Chew Chew... and pump up that jaw!"

Includes for a limited period only

ZINGY

PINEAPPLE flavour!

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the summer special

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SONIC, TAILS
ROBOTNIK &
(Believe it or not)
KNUCKLES

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Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q Zone for hints, tips, and help with your favourite Sega games.

ETERNAL CHAMPIONS SPECIAL PART 2

MD

STC's Q Zone Special, based on the amazing Sega game **Eternal Champions**, concludes this issue. Those who missed the popular 48-page **Eternal Champions Special** earlier this year, may find this especially useful as *STC* game guru David Gibbon continues to reveal all. Observant Boomers will have noted in the last issue that three Eternal Champion characters were featured — and *not* the full *six* as mentioned. However, Q Zone's special spotlight can now reveal the remaining three characters and their special moves, together with tips on how to defeat them.

PLEASE NOTE: Most of the moves listed in this **Eternal Champions Special** require a 6-button joypad.

MIDKNIGHT
Profile:
Full Name..... Mitchell Middleton Knight
Occupation.....Bio-Chemist
Time Period.....1967 AD
Fighting Style....Jeet Kune Do

PLAYING AGAINST MIDKNIGHT

Using a mixture of mystical powers and modern fighting styles, Midknight is a very quick and powerful character with one of the best defence stances in the game.

The **Bedazzle** move stuns his opponents, drawing them towards Midknight in a state of confusion. He also has a strong set of physical moves, including the very powerful stomach punch. Xavier's ability to transport out of difficult situations is a very effective counter to Midknight, while a strong and powerful opponent such as Slash also stands a good chance of victory against him.

SPECIAL MOVES

1. **Flying Wall Smash**: Move away from opponent for five seconds then proceed forward and press C.
2. **Ceiling Ram:** While within throwing distance of your opponent, press Down for five seconds then Up and C.
3. **Life Drain:** Push forward and press X, Y and Z simultaneously.
4. **Mist Attack**: Press and hold A and C on the joypad.
5. **Dragon's Breath**: Push Down on the joypad and then press C.
6. **Mutoid Waster:** Get quite close to your opponent and push forward and press Y or Z.

BEST MOVES

1. **Bedazzle:** Press X, X and Z simultaneously.
2. **Stomach Punch**: Move forward and press A, B and C together.

SHADOW
Profile:
Full Name.....Shadow Yamoto
Occupation.....Corporate Assassin
Time Period.....1993 AD
Fighting Style....Taijutsu & Ninjitsu

PLAYING AGAINST SHADOW

Probably the most difficult character of all to defeat because of some very annoying moves she has. She is very difficult to pin down and uses her **Shadow Special** to turn into a shadow figure that can't be hit. The **Twirling Fan Attack** and **High Kick** are hard to defend against, but she is open to attack whilst in the air.

Characters such as Xavier and Midknight use their special moves to freeze her in mid-air and launch projectiles to get rid of her.

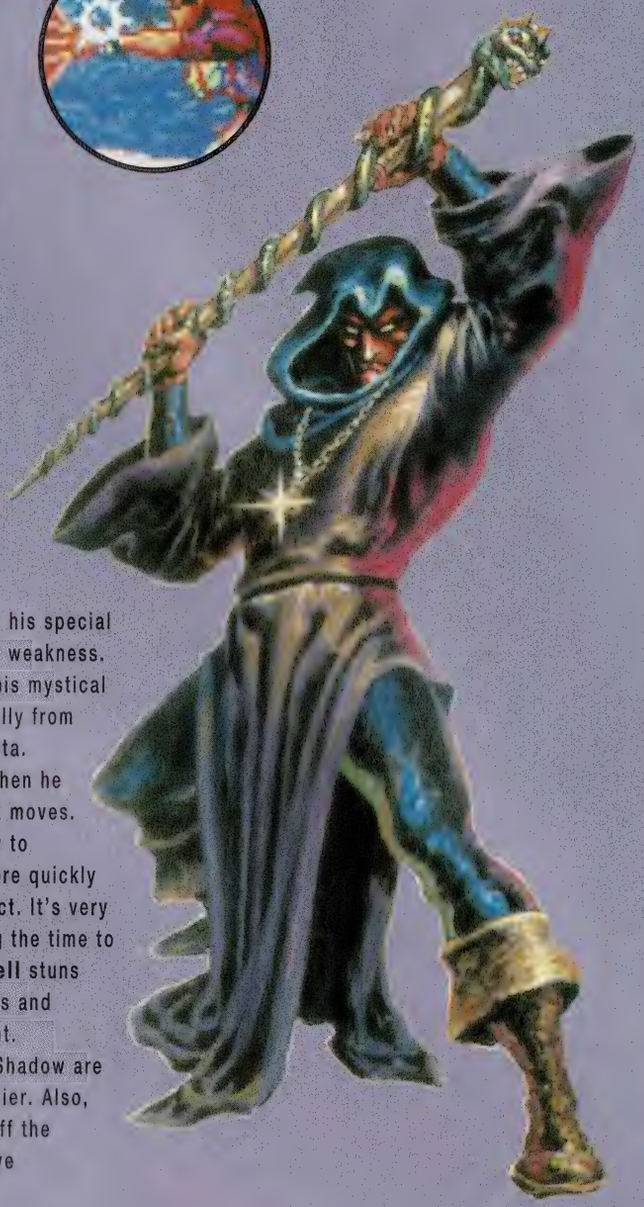
SPECIAL MOVES

1. **Flying Mine Mode**: Move away from your opponent for a few seconds then forward and press Z.
2. **Twirling Fan Attack**: Move back for five seconds then forward and press A, B or C.
3. **High Jump Kick**: Press Down on the joypad for five seconds then press Up and B.
4. **Flying Step Tobi Ashi**: Simply hold down A and C together.
5. **Shuriken**: Move away from your opponent for five seconds then forward and press Y.
6. **Ninja Knife**: Move back for five seconds, then diagonally down-forward on he joypad while pressing Y.

BEST MOVES

1. **Stun Beam**: Move back from opponent for five seconds then forward and press Z.
2. **Shadow Special**: Press A, B and C on the joypad for a few seconds.

XAVIER
Profile:
Full Name..... Xavier Pendragon
Occupation.....Warlock and Alchemist
Time Period.....1692 AD
Fighting Style....Hapkido Cane Fighting



PLAYING AGAINST XAVIER

Although Xavier's main strengths are his special moves, these also prove his greatest weakness. During the time it takes to build up his mystical powers he is open to attack, especially from nimble footed opponents such as Jetta.

Xavier is at his most dangerous when he uses his **Dragon Trap** or **Snap Back** moves. However, his speciality, is his ability to defend for long periods of time, before quickly casting a spell with devastating effect. It's very important to prevent him from having the time to launch an attack. His **Confusion Spell** stuns opponents, getting him out of corners and allowing him to take control of a fight.

Quick fighters such as Jetta and Shadow are the best when it comes to facing Xavier. Also, Larcen, who has the ability to shut off the opposition's special moves, can prove devastating for Xavier.

SPECIAL MOVES

1. **Attack and Smack:** Press A, B and C on the joypad simultaneously.
2. **Identity Change:** Press X, Y and Z at the same time.
3. **Swap Spell:** Press X and Y together.
4. **Hanging Kick:** Just press the C button.
5. **Snare Throw**: Get close to your opponent and press Z.

BEST MOVES

1. **Dragon Trap**: Move back for five seconds then forward and press Z.
2. **Snap Back**: Move away for five seconds then forward and press X.
3. **Confusion Spell**: Just press A and C together.

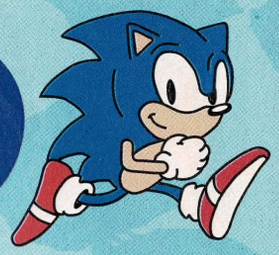
PIRATE S.I.C
PART 6
FIB INFORMATION FILE
THE BANDAID BANDITS HAVE BEEN PULLED THROUGH THEIR TV BY THE EVIL FEZHEAD AND SKULL. FORCED TO PLAY WITHIN VIDEO GAMES GRR (GIRL WONDER) AND BOB (PRAT) HAVE BEEN FROZEN IN A LARGE ICE CREAM. KAMIKAZE BLOB SACKHEAD, FLAME AND DOG (THE CHICKEN) ARE IN THE PROCESS OF LIBERATING THEIR FREEZING FRIENDS (SORT OF)...
FREE US FROM OUR CREAMY CAPTOR!
HEH, HEH! THIS IS BETTER THAN WATCHING TV!
HIT ME WOULD YA? YOU'RE GOING TO REGRET THAT, KID!
GRRRR...
OH BOY, I REALLY SHOULD CLEAN MY EARS MORE OFTEN.
MMMMM... CHICKEN BEAK AND EYE BALL – YUM, YUM!
Steve Bliss

MY EAR WAX PROBLEM IS GETTING TO BE HORRIFIC!
EEK! MY MARVELLOUS EAR WAX MONSTERS, DO YOUR FUNKY THING!
LET GO, KID, YOU'RE SPOILING HIS LUNCH.
?
COME 'ERE, YA UGLY WOOS!
AAAAAAGH!
BYE, BYE, NOSEY. NICE MEETING YA!
THRAAK!!
OWWWEE! YOU'VE BUST ME NOSTRILS!
AAAAAAGH!
YOU READY FOR A GOOD BEATING?
NO? WELL I AM! OUCH!
SPLOW!
BLAM
OOOH, THAT'S BETTER!
DON'T TRY THIS AT HOME. IT'S STOOPID, STOOPID, STOOPID!

STRIKE ME WITH THAT SPACE-HOPPER AND I'LL TURN INTO A LARGE GANG OF CARROT-SHOOTING PIGS!
OH YEAH, RIGHT, OF COURSE YOU WILL!
BLLAP!
YIKES! SHE'S EXPLODED!
MUMMY!
ONLY KIDDING. LET'S GET HIM!
FIRE!
HEY LADS, THERE'S LOADS OF ICE CREAM OVER HERE!
D'YOU HERE THAT? ICE CREAM!
ICE CREAM? TOP BUZZ DUDES!
HOLY POLY, THEY'RE CONSUMING THIS EVIL CREAMINESS! LET'S MAKE OUR ESCAPE!
WOW! THEY REALLY SAVED OUR BACON!
HEH, HEH. YOUR JOKES ARE AS BAD AS THEIR BREATH!

WE HAVE SUCCEEDED IN OUR MISSION, THESE COUCH POTATOES HAVE BEEN TRANSFORMED INTO COMMANDOS! IT'S TIME TO TAKE THEM TO A HIGHER LEVEL... WE'RE GOING IN...
WITH LOVE SPRAY!
IT'S THE VITAMIN BUDDAH S. REJOICE!
OOH, I'VE COME OVER ALL FUNNY. I MUST SAVE THE BIRD.
I LOVE YOU, CHICKEN!
ALL'S FAIR IN LOVE AND WART.
FLY LITTLE BIRD. BE FREE!
CLIMB ABOARD THE CLOUD OF CONCIOUSNESS. WE'RE GOING UP.
PEACE!
WE BROUGHT LOVE TO A HOSTILE WORLD.
GOOD-BYE! WE LOVE YOU!
BYE UGLY MUGS. HOPE YOU FIND THE MONEY FOR THE FACE LIFT.
THIRD FLOOR – GARDENING ACCESSORIES AND DIY...
THE END? STAY TUNED - PIRATE STC IS WATCHING YOU!

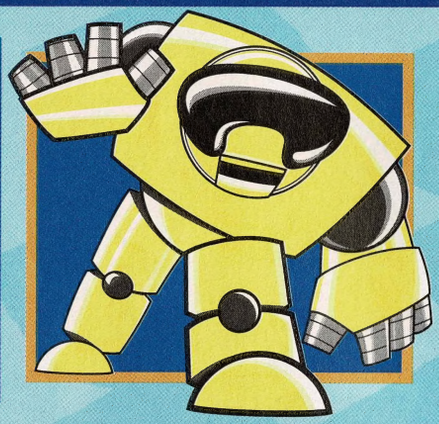
SPEEDLINES



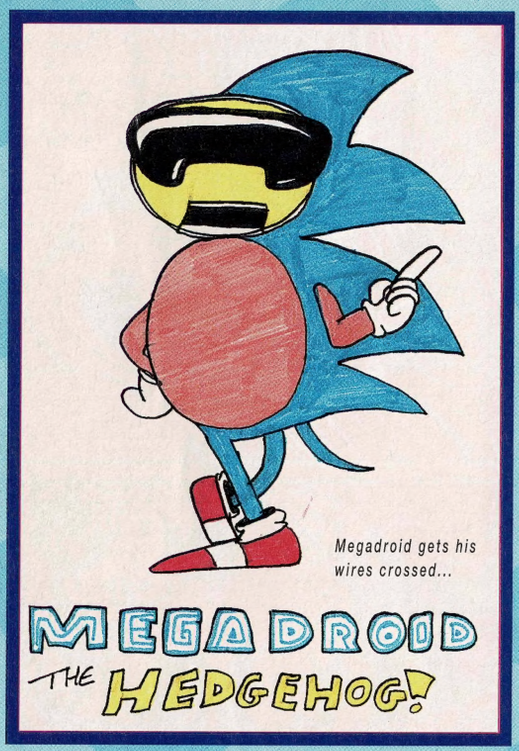
Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.



Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.



Please contact STC with name and address.
Sonic Water Fun Game Winner.

Terrific Tattoos

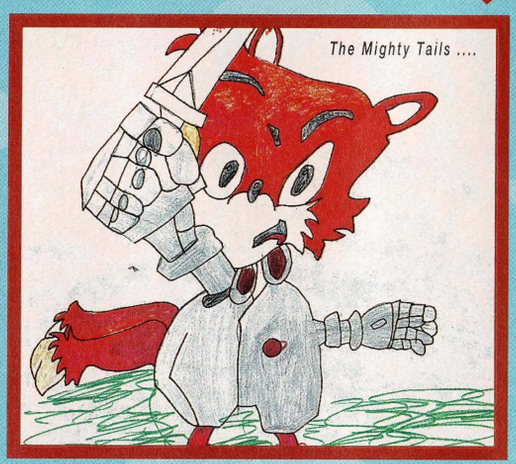
Dear STC,

Will the tattoos you gave away in issue 22 be available to buy in the shops? I think they're ace.

Mark Holmes, Basildon, Essex. MD owner.
Sonic Water Fun Game winner.

Not a chance, Mark! They're exclusive to STC — and to all you Boomers out there. Mind you, if you want to see more of them write and let us know.

James Valentine, Crumpsall, Manchester.
Sonic Water Fun Game Winner.



Belated Greetings

Dear STC,

First of all I would like to say Happy 1st Birthday! I must say I was surprised not to see mention of it in your previous issue. I am a keen reader of *STC* and have collected all of the issues so far. I have just received a Mega Drive 2 with *Sonic 3* and hope to get some more *Sonic* games.

Michael Hartney, Milton Keynes.
MD & GG owner.
Sonic Water Fun Game winner.

Sorry about not giving you any forewarning, Michael -- it kind of crept up on us too (those lazy humes even forgot to bake a cake!).

Echo Ecco?

Dear STC,

Whatever happened to the **Ecco The Dolphin** comic strip? If possible could it return for another series?

Stuart Coleman, Croxley Green, Herts.
Sonic Water Fun Game winner.

*You bet, Stuart. A new series of Ecco's adventures is in the works so keep watching for more news of it. For about a zillion other Boomers who've asked: **Kid Chameleon**, **Eternal Champions**, **Shinobi** and **Decap Attack** are also set for return appearances. Stay tuned.*

Mega Problem

Dear STC,

I own a Master System but I think I'm growing out of it. So, I was wondering, should I exchange it for a Mega Drive or a Mega-CD? What do you think?

Rhys Jones, Whitwell, Isle of Wight.
MS owner.
Sonic Water Fun Game winner.

Tricky question, Rhys. Trouble is, a Mega-CD can't be used without a Mega Drive (unless you get a fantastic new — but very expensive — Multi-Mega). So I suggest you start with an MD and put a Mega-CD on your Christmas list!

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

WHO KILLED CHUCK?

FOR THE ANSWER TO THIS QUESTION — DON'T MISS THE HORRIFIC NEW SERIES OF

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DATA STRIP

Fill in & send to:
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London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....
ADDRESS.....
.....
.....
.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....
SCORE/ACHIEVEMENT
.....
.....

SYSTEM:- (please tick)
MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....
.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....
2.....
3.....

HOW DO YOU RATE ISSUE 33 OF STC?

☐ %

WATCH OUT FOR THE NEW SPYRIUS ROBOTS

The new Spyrius Mighty Mogul and Spyrius Cybernetic Soboton are determined to destroy the most advanced spaceship transporter in the universe. What will become of the Monorail Shuttle Launcher? Can the galaxy be saved? Discover the answer with LEGO SYSTEM Spyrius.

★ **6835** Spyrius Zap 5

★ **6939** Spyrian Sovek with Major Kartofski

PUT ME DOWN!

★ **6991** Monorail Shuttle Launcher
Batteries are not included
Electric SYSTEM

★ Part of **6991**

6949 Spyrius Mighty Mogul

★ New

LEGO SYSTEM

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